

BOYS' 10" BASEBALL RULES

I. AIMS AND OBJECTIVES

To provide boys with the opportunity for growth and development in sportsmanship, through participation in an organized baseball league.

To provide coaches that:

1. Encourage skillful play for full enjoyment of the game.
2. Are knowledgeable of the game and how it is played.
3. Are aware of health and safety procedures.
4. Exemplify those traits which he/she tries to develop in others.

II. ELIGIBILITY

Participation in the league shall be open to boys who are currently in grades kindergarten through 8th. Players may play for one team and one league only.

Once a player requests a refund for the league, he cannot sign-up again for that current sport season.

III. CLASSIFICATION

1. **Division 4** ---- school grades 6th, 7th, & 8th as of May 1 of the current year.
2. **Division 3** ---- school grades 4th & 5th as of May 1 of the current year.
3. **Division 2** ---- school grades 2nd & 3rd as of May 1 of the current year.
4. **Division 1** ---- school grades K & 1st as of May 1 of the current year.

NOTE: Players may play up one division if they are in the upper grade of that division, but may not play in more than one league or classification. (Example: In Division 2, a 3rd grader may bump up a division, but a 2nd grader may not).

IV. PITCHING AND BASE DISTANCE

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| 1. Division 4 ----- | Pitching Distance | 60 ft. |
| | Base Distance | 90 ft. |
| 2. Division 3 ----- | Pitching Distance | 46 ft. |
| | Base Distance | 60 ft. |
| 3. Division 2 ----- | Pitching Distance | 40 ft. |
| | Base Distance | 60 ft. |
| | Pitcher's Circle | 8 ft. |
| | Batter's Arc | 12 ft. |
| 4. Division 1 ----- | Base Distance | 60 ft. |
| | Pitcher's Circle | 8 ft. |
| | Batter's Arc | 12 ft. |

V. GAME TIMES

A regulation game shall consist of six innings or the allotted time, whichever comes first.

1. **Division 2, 3, 4** ----- No inning shall be started after one hour of elapsed playing time.
2. **Division 1** ----- No inning shall be started after one hour of elapsed playing time.
3. The umpire will notify coaches when they are entering the last "full" inning.

4. **Six- Run Rule – All Divisions**

Regardless of the number of outs, the team at bat shall be retired after six runs have been scored. The maximum number of runs that can be scored in any inning prior to one hour of playing is six.

Any new inning that is started prior to one hour of play will be governed by the six-run rule.

Any new inning that starts after one hour of play (**Division 1 - after 45 minutes of play**) will be declared last inning, and allows teams to score an unlimited number of runs. The sixth inning allows an unlimited number of runs.

VI. FORFEITS (All leagues) – A forfeit shall be declared only by the umpire or supervisory staff for unsportsmanlike behavior from players, coaches or people watching the game.

VII. EQUIPMENT

1. **TENNIS SHOES OR RUBBER CLEATS** must be worn by all who participate. **NO** steel cleats allowed.
2. **EACH BATTER MUST WEAR A BATTING HELMET WHILE AT BAT.**
3. **We are suggesting that all players wear an athletic supporter with a protective cup.**

VIII. PLAYERS AND SUBSTITUTES

1. All defensive players must be in normal playing positions:
Infielders – cannot be within 10 feet of the pitcher's circle.
Outfielders – must position themselves on the outfield grass, until ball is hit.

FREE SUBSTITUTION WILL BE USED IN ALL LEAGUES. ALL PLAYERS MUST PLAY TWO FULL INNINGS OF DEFENSE AND BAT ONCE.

The captain of the team or coach making a substitution must immediately notify the umpire and scorekeeper prior to the substitution.

IX. CHARGED CONFERENCES

A coach may go out onto the playing field to talk to the pitcher only once per inning. A second visit to the same pitcher in that inning will cause the pitcher to be removed from the pitching position for the remainder of the game.

Each team may have two time outs per inning. That does not include injury time outs.

X. CALLING TIME

The umpire will call time when the following happens:

Division 1: When there is an attempt to throw to the pitcher.

Divisions 2, 3, 4 When the pitcher has control of the ball and is in his circle.

XI. STEALING BASES AND SLIDING

1. **Division 4** – A player may steal all bases. No lead offs. The ball must be released by the pitcher, before the player can leave the base.
2. **Division 3** – A player may steal all bases except home, unless a play is made on him or any other runner in which case all runners may advance at their own risk. **Players may not leave base until the ball has crossed the plate. Sliding is permitted.**
3. **Division 1 & 2** – Players may slide but may **not** steal bases under any circumstances. Runner is out upon doing so. Players may **not** leave the bases until the ball crosses the plate or until the ball is hit.

XII. BALLS AND STRIKES

Division 3 & 4 – Balls and strikes shall be called. Hit batters will be awarded first base.

Division 2 – Balls and strikes will be called. After four called balls, the coach will pitch two balls. If the batter fails to hit the ball, he will be declared out. A pitcher may not re-position himself during tee time. Hit batters will be awarded first base.

Division 1 – The coach will pitch three balls to the batter. If the batter does not make legal contact with the ball, he must bat from the tee until he hits a fair ball.

XIII. PITCHING

1. **Division 3 & 4** – A pitcher will be allowed to pitch a maximum of three innings per game.
2. **Division 2** – A pitcher will be allowed to pitch a maximum of three innings per game. When the tee is used, the pitcher must stay on the mound until the ball is hit. If the pitcher fails to do this, the umpire may award the batter first base.
3. **Division 1** – The coach will pitch to his own team. The pitcher/player must stay on the pitcher's mound until the ball is hit. If he fails to do so, the umpire may award first base to the batter.
4. **Pitching regulations:**
 - a. The pitcher shall pitch while facing the batter from either a windup position or a set position. The pitching regulations begin when he intentionally contacts the pitching plate. **NOTE:** Turning the shoulders to check runner while in contact with the pitcher's plate and in a set position is a balk.
 - b. The pitcher must stand facing the batter. He is not restricted as to how he holds the ball. The pivot foot must be touching the pitcher's plate. He may step off the plate backwards with his pivot foot without penalty. He shall not raise either foot from the ground, except in the actual delivery of the ball to the batter. After he starts his movement to pitch, he must continue the motion WITHOUT interruption or alteration. During delivery he may take one step backward and forward with the free foot.
 - c. **Calling Time** – Time will be called once there is an attempt to throw the ball to the pitcher who must be in his circle (**Division 1**)

Time will be called once the pitcher is holding the ball in the circle (**Division 2, 3 & 4**).

XIV. CATCHERS

Catchers must wear a face mask and helmet, a chest protector, throat guard, and leg guards (Division 2, 3 &4). Leg guards are not required in the Division 1. These are furnished by the league coordinator.

An athletic supporter with a protective cup is recommended.

XV. COACHES

1. Division 1:

Four coaches may be on the field in Division 1. The coach may be standing stationary in the outfield (behind the outfielders). Base coaches may stand in the infield, outside the first and third baselines.

2. A COACH SHALL NOT INTERFERE BY:

- a. Having any contact with the players or the ball.

PENALTY: The ball is dead, runner is out, and any additional outs made on the play stand.

- b. Managers and coaches shall be responsible for the conduct of their team and their spectators.

XVI. BENCH AND FIELD CONDUCT

- 1. Unsportsmanlike conduct will be cause for ejection from the game and a minimum one game suspension.

A COACH OR A PLAYER SHALL NOT:

- 1. Use words or acts to incite or provoke spectators; or use profanity or remarks which reflect upon an opposing player, umpire or spectator.
- 2. Verbalize in any way with the opposing team for the purpose of intimidation.
- 3. Exhibit behavior that is not in accordance with the spirit of fair play.
- 4. Fake a tag without the ball.
- 5. Charge an umpire.
- 6. Argue ball and strike calls or other umpire judgment calls.

XVII. BATTING

- 1. All teams must bat the full line up.
- 2. The dropped third strike rule will not be in effect (except Division 4).
- 3. The batter must be completely in the batter's box when the ball is hit. If the batter hits the ball while out of the batter's box, the batter will be called out.
- 4. **Players using TEE can advance one base only.**
- 5. **Any player throwing a bat will be called OUT immediately and a dead ball declared.**
- 6. Division 1 (only) – the batter stays up to bat until the batter hits the ball. The ball must go past the 12 foot arc.

When the umpire calls "Play Ball", the batter must take his position within 30 seconds, or the batter will be called out.

Players must bat in a batting order that is made up by the coach. If a team bats out of order, the following happens:

- a. If the error is discovered while the incorrect batter is at bat, the correct batter takes his position at bat and assumes any balls or strikes.

XVIII. BASE RUNNING

1. EACH RUNNER IS AWARDED:

- a. **THREE BASES** if a batted fair ball is touched by illegal equipment, or by players detached equipment which is thrown, kicked, etc.
- b. **TWO BASES** if a fair ball becomes dead because of bouncing over or passing through a fence, or if a live thrown ball:
 - i. Goes into the stands, dugout, over a fence, or lodges in a fence (provided it is not a pitch).

NOTE: When two runners are between the same bases on an overthrow into dead ball territory, the lead runner receives two bases and the following runner is awarded one, since both runners cannot share the same awarded base.

EXCEPTION: Runners between second and third would score, because the award does not result in both runners occupying the same base.

- c. **ONE BASE** if the batter hits a fair or foul ball which is caught by a fielder, who then leaves the field of play by stepping with both feet or falling into a bench, dugout, stand, or over any boundary lines.

NOTE: Illegal use of detached player equipment as stated in item (a) does not cause the ball to immediately become dead. If each runner advances to or beyond the base that each would reach as a result of the award, the infraction is ignored.

XIX. AN AWARD IS FROM THE BASE DETERMINED AS FOLLOWS:

- a. In the judgment of the official, if the runner is more than half way to a base before the ball is thrown back to the pitcher, he is entitled to that base.
- b. In the case of a live ball going into the stands, dugout, or out of play, runner will be awarded two bases from the last occupied.

XX. STEALING HOME

Stealing home from third base is not permitted. The only way a runner can score from third base is:

- a. Base hit.
- b. Overthrow to the pitcher. (Note: A returned throw to the pitcher that is dropped or knocked down in front of the pitcher is NOT considered an overthrow. The runner on third base may advance if the ball is thrown to any player other than the pitcher.
- c. Play on the runner on third base.
- d. Play on another runner.
- e. A walk with the bases loaded.

XXI. THE BASE RUNNER IS OUT:

1. When the base runner leaves the base before the ball crosses the plate.
2. Runs outside the three-foot running lane while the ball is being fielded or thrown to first base.
3. When he moves backward toward home plate to avoid or delay being tagged out.
4. Does not attempt to avoid a fielder in the immediate act of making a play on him.

XXII. DEAD BALL

The ball is dead when:

1. When the ball is outside the playing boundaries.
2. If a pitched ball touches any part of the batter while the batter is standing in the batter's box, whether the ball is swung at or not.
3. When a base runner is called out for leaving the base too soon on a pitched ball.
4. When the offensive team causes an interference, which is when:
 - a. A batter intentionally strikes the ball a second time, either with a thrown bat, or hits it with his foot, or any other part of the body while running to first base.
 - b. An overthrow occurs and it is touched intentionally by the batter.
 - c. A fair ball strikes a base runner while off base.
 - d. The batter interferes with the catcher.
 - e. The offensive team interferes with the defensive team.
 - f. When a fielder leaves a live ball area with both feet after making a catch. All the base runners are awarded one base from the last base touched, when the ball became dead.
5. When the coach, in the opinion of the umpire, physically helps the runner to return or leave a base.

XXIII. THE BALL IS IN PLAY UNDER THE FOLLOWING SITUATIONS:

1. During balls and strikes, any base runner may advance and thus the ball is in play.
2. If a foul ball is caught legally, a runner may "tag up" and advance with the risk of being put out.
3. If the infield fly rule is called, the runners may still advance at their own risk.
4. If a fair ball goes past a defensive player other than the pitcher and then strikes a runner, he is not out and play continues.
5. When a base runner runs more than three feet outside of the baseline to avoid being tagged out, he would be out. The other runners may still try to advance, and the ball is still in play.

XXIV.CHATTER

Chatter should not be directed toward the opposing team, or its individual players. Players are not allowed to say such things as, "Hey batter, batter" or "No hitter, no hitter". You may say things directed at your own team such as "Defense, defense". Your team may not do cheers that are negative or offensive to the opposing team.

XXV. PROTESTS/APPEALS

The only grounds for a valid protest are misinterpretation of rules or ineligibility of a player. Any umpire's decision that involves judgment, such as whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. If there is a reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the decision. That umpire may ask another umpire for information before making the decision. Highly technical protests or those which could have little or no effect on subsequent play or the final result of the game shall not be considered. All protests must be filed in writing by 5:00p.m. on Monday to the Community Services Department office.

XXVI. ROSTER INFORMATION FOR ALL LEAGUES

1. A maximum of 15 players will be permitted on each roster. Each team will field a maximum of nine players at a time. Divisions 1 & 2 may field ten players at a time.
2. All additions to team rosters must be turned into the Youth Sports Office before the third week of the season. After the third week of the season, players may be dropped or added from the roster only with the consent of the league coordinator.
3. Any boy appearing on the roster sheet must play two full innings of defense, and have one batting appearance in any one game.
4. Score sheet with names of all players listed on the roster must be turned in before each game to the umpire.
5. The team at bat must remain on the bench behind the screen unless the player is at bat, on deck, or in the coach's box.
6. Every team must bat the entire roster during the entire game.